

Player Name

Marvel	14	Druid	Coiled Serpent	47 000
Character Name	Level	Class	Paragon Path	Total XP
Razorclaw Shifter	Medium			
Race	Size	Age	Gender	
		Height	Weight	Alignment
				Deity
				Adventuring Company
				RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
13	6	7	
INITIATIVE			
CONDITIONAL MODIFIERS			

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
30	AC	17	9			4		
DEFENSES								
CONDITIONAL BONUSES								

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
7	Speed (Squares)	6		1
MOVEMENT				
SPECIAL MOVEMENT				

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
15	STR Strength	2	9
12	CON Constitution	1	8
23	DEX Dexterity	6	13
11	INT Intelligence	0	7
24	WIS Wisdom	7	14
11	CHA Charisma	0	7

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
24	FORT	17	2			3	2	
DEFENSES								
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
27	REF	17	6	1		3		
DEFENSES								
CONDITIONAL BONUSES								

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	WILL	17	7	1		3		
DEFENSES								
CONDITIONAL BONUSES								

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
24	Passive Insight	10 +	14
SENSES			
SPECIAL SENSES			

29	Passive Perception	10 +	19
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SPECIAL SENSES
Low-light Vision

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Battle Staff +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 14	7	2		2		3	

ABILITY: Melee Basic Attack - Staff of Elemental Prowess +3

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 13	7	2		2		2	

HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	SURGE VALUE	SURGES/DAY
111	55	27		8
1/2 HP		1/4 HP		

CURRENT HIT POINTS	CURRENT SURGE USES

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Razorclaw Shifting - Use razorclaw shifting as an

encounter power

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Battle Staff +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+5	2		3		

ABILITY: Melee Basic Attack - Staff of Elemental Prowess +3

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
1d8+4	2		2		

BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
17	vs Ref	Grasping Claws (Flameheart 1	1d8+10
17	vs Ref	Grasping Claws (Battle Staff -	1d8+10
16	vs Ref	Grasping Claws (Staff of Elerr	1d8+9
9	vs AC	Unarmed (Melee)	1d4+2

SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
19	Acrobatics	DEX 13	5	-1	2
7	Arcana	INT 7	0	n/a	
13	Athletics	STR 9	5	-1	
7	Bluff	CHA 7	0	n/a	
7	Diplomacy	CHA 7	0	n/a	
14	Dungeoneering	WIS 14	0	n/a	
7	Endurance	CON 8	0	-1	
19	Heal	WIS 14	5	n/a	
7	History	INT 7	0	n/a	
14	Insight	WIS 14	0	n/a	
7	Intimidate	CHA 7	0	n/a	
19	Nature	WIS 14	5	n/a	
19	Perception	WIS 14	5	n/a	
7	Religion	INT 7	0	n/a	
14	Stealth	DEX 13	0	-1	2
7	Streetwise	CHA 7	0	n/a	
12	Thievery	DEX 13	0	-1	

CLASS / PATH / DESTINY FEATURES

Balance of Nature - You must have one or two beast form

at-will druid powers.

Primal Aspect - Choose a Primal Aspect option.

Primal Predator - While not wearing heavy armor, gain +1 speed

Ritual Casting - Gain Ritual Caster as a bonus feat.

Wild Shape - Gain the wild shape power

Serpent Form

Snake Fang Action

LANGUAGES KNOWN

Common, Elven

FEATS

Alchemist - Alchemist bonus feat replaces Ritual Caster class feature.

Enraged Boar Form - +1 attack, +2 damage when charging in beast form

Skill Training (Acrobatics) - Gain training in Acrobatics

Toughness - Gain 5 additional hit points per tier

Sturdy Shifter - Gain temporary hit points when using racial power

Primal Fury - +1 to attacks with primal powers against bloodied enemies

Pouncing Form - Shift your Dex modifier in squares when you use wild shape

Quick Wild Shape - Use wild shape as a free action

Ruthless Killer

Vexing Flanker - Targets you flank grant combat

advantage to your allies

CHARACTER NAME
Marvel

PLAYER NAME

RACERazorclaw ShifterCLASSDruidLEVEL14

SCOREABILITYMOD

HP111

STR15+2

AC30

Spd7

CON12+1

Fort24

Init+13

DEX23+6

Ref27

WIS24+7

CHA11+0

Will28

24Passive Insight29Passive Perception

PLAY DATA

DUNGEONS & DRAGONS®

ACTION POINT

ENCOUNTER SPECIAL

DUNGEONS & DRAGONS®

Second Wind

KEYWORDSSUSED

StandardPersonalACTIONRANGE

AT-WILLENCOUNTERDAILY

Effect: You spend a healing surge and regain 27 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASSLEVELBOOKPH

UTILITY POWER

DUNGEONS & DRAGONS®

Wild Shape

KEYWORDSPolymorph, PrimalUSED

MinorPersonalACTIONRANGE

vs

ATTACKDEFENSETARGET

Effect: You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you can shift 1 square.
While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.
You choose a specific form whenever you use wild shape to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear. You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.
Special: You can use this power once per round.

ADDITIONAL EFFECTS

CLASSDruidLEVELBOOKPH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Grasping Claws

KEYWORDSBeast Form, Implement, PrimalUSED

StandardMelee touchACTIONRANGE

17vsReflexOne creature

ATTACKDEFENSETARGET

Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier (+7) damage, and the target is slowed until the end of your next turn. Level 21: 2d8 + Wisdom modifier (+7) damage.
Special: This power can be used as a melee basic attack.

Flameheart Totem +3: +17 attack, 1d8+10 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied enemies - Primal Fury.
+1d6 to damage rolls if the target is granting combat advantage to you.
+1d10 to damage rolls in beast form to enemies granting combat advantage to you.

CLASSDruidLEVEL1BOOKPH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Thorn Whip

KEYWORDSImplement, PrimalUSED

StandardRanged 10ACTIONRANGE

17vsFortOne creature

ATTACKDEFENSETARGET

Attack: Wisdom vs. Fortitude
Hit: 1d8 + Wisdom modifier (+7) damage, and you pull the target 2 squares. Level 21: 2d8 + Wisdom modifier (+7) damage.

Flameheart Totem +3: +17 attack, 1d8+10 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied enemies - Primal Fury.
+1d6 to damage rolls if the target is granting combat advantage to you.

CLASSDruidLEVEL1BOOKPH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Flame Seed

KEYWORDSFire, Implement, Primal, ZoneUSED

StandardRanged 10ACTIONRANGE

17vsReflexOne creature

ATTACKDEFENSETARGET

Attack: Wisdom vs. Reflex
Hit: 1d6 fire damage, and the squares adjacent to the target become a fiery zone that lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier (+7). Level 21: 2d6 fire damage.

Flameheart Totem +3: +17 attack, 1d6+3 damage

ADDITIONAL EFFECTS

+1 to attack rolls against bloodied enemies - Primal Fury.
+1d6 to damage rolls if the target is granting combat advantage to you.

CLASSDruidLEVEL1BOOKPH2

AT-WILL POWER

DUNGEONS & DRAGONS®

Razorclaw Shifting

KEYWORDSUSED

MinorPersonalACTIONRANGE

vs

ATTACKDEFENSETARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.

ADDITIONAL EFFECTS

CLASSRacial PowerLEVEL*BOOKPH2

ENCOUNTER POWER

DUNGEONS & DRAGONS®

Darting Bite

KEYWORDSBeast Form, Implement, PrimalUSED

StandardMelee touchACTIONRANGE

17vsReflexOne or two creatures

ATTACKDEFENSETARGET

Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier (+7) damage. If at least one of the attacks hits, you can shift 2 squares.
Primal Predator: The number of squares you can shift equals your Dexterity modifier (+6).

Flameheart Totem +3: +17 attack, 1d10+10 damage

ADDITIONAL EFFECTS





+1 to attack rolls against bloodied enemies - Primal Fury.
+1d6 to damage rolls if the target is granting combat advantage to you.
+1d10 to damage rolls in beast form to enemies granting combat advantage to you.

CLASSDruidLEVEL1BOOKPH2

ENCOUNTER POWER





DUNGEONS & DRAGONS®

Call Lightning

KEYWORDS				Implement, Lightning, Primal, Thunder, Zone	USED
Standard		10		Area burst 1 within 10 squares	
ACTION		1		RANGE	
17	vs	Reflex	Each creature in burst		
ATTACK	DEFENSE			TARGET	
Attack: Wisdom vs. Reflex Hit: 1d8 + Wisdom modifier (+7) lightning damage. Effect: The burst creates a zone of rumbling thunder that lasts until the end of your next turn. While within the zone, any enemy takes a -2 penalty to attack rolls, and any enemy that leaves the zone takes 5 thunder damage.					
Flameheart Totem +3: +17 attack, 1d8+10 damage					
ADDITIONAL EFFECTS					
+1 to attack rolls against bloodied enemies - Primal Fury. +1d6 to damage rolls if the target is granting combat advantage to you.					
CLASS	Druid			LEVEL	3
				BOOK	PH2





ENCOUNTER POWER 

Constricting Coils

KEYWORDS				USED
Beast Form, Implement, Primal				
Standard	*			Melee 1
ACTION				RANGE
17	vs	Reflex	One creature	
ATTACK	DEFENSE		TARGET	
Attack: Wisdom vs. Reflex				
Hit: 2d6 + Wisdom modifier (+7) damage, and the target is grabbed. Until the end of your next turn, while you are grabbing the target, you gain a +5 power bonus to all defenses, and any attack that misses you hits the target.				
Flameheart Totem +3: +17 attack, 2d6+10 damage				
ADDITIONAL EFFECTS				
+1 to attack rolls against bloodied enemies - Primal Fury. +1d6 to damage rolls if the target is granting combat advantage to you. +1d10 to damage rolls in beast form to enemies granting combat advantage to you.				
CLASS	Coiled Serpent		LEVEL 11	BOOK PP



ENCOUNTER POWER 

Tidal Surge

KEYWORDS			Implement, Primal		USED	
Standard		 		Close blast 5		
ACTION		5  		RANGE		
17		vs		Fort		
ATTACK		DEFENSE		TARGET		
Attack: Wisdom vs. Fortitude						
Hit: 2d6 + Wisdom modifier (+7) damage, and you slide the target 3 squares.						
Flameheart Totem +3: +17 attack, 2d6+10 damage						
ADDITIONAL EFFECTS						
+1 to attack rolls against bloodied enemies - Primal Fury.						
+1d6 to damage rolls if the target is granting combat advantage to you.						
CLASS		Druid		LEVEL 13		
				BOOK PH2		





ENCOUNTER POWER 

Faerie Fire

KEYWORDS		Implement, Primal, Radiant		USED
Standard			Area burst 1 within 10	
ACTION		1		RANGE
17	vs	Will	Each creature in burst	
ATTACK	DEFENSE		TARGET	
Attack: Wisdom vs. Will				
Hit: The target is slowed and grants combat advantage (save ends both).				
Aftereffect: 3d6 + Wisdom modifier (+7) radiant damage, and the target grants combat advantage until the end of your next turn.				
Miss: 1d6 + Wisdom modifier (+7) radiant damage, and the target grants combat advantage until the end of your next turn.				
Flameheart Totem +3: +17 attack				
ADDITIONAL EFFECTS				
+1 to attack rolls against bloodied enemies - Primal Fury.				
CLASS	Druid	LEVEL	1	BOOK PH2





DAILY POWER 

Wall of Thorns

KEYWORDS		Conjuration, Implement, Primal		USED
Standard	 10 	Area wall 8 within 10 squares		
ACTION	 	RANGE		
	vs			
ATTACK	DEFENSE		TARGET	
Effect: You conjure a wall of thorny, writhing vines. The wall can be up to 4 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides cover. A creature's line of sight through a wall square is blocked unless the creature is adjacent to that square. Entering a wall square costs 3 extra squares of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d10 + your Wisdom modifier (+7) damage and ongoing 5 damage (save ends). Sustain Minor: The wall persists				
ADDITIONAL EFFECTS				
CLASS	Druid		LEVEL	5
			BOOK	PH2





DAILY POWER 

Entangle

KEYWORDS			Implement, Primal, Zone			USED		
Standard		 		Area burst 2 within 10				
ACTION		 2 		RANGE				
17		vs		Reflex		Each creature in burst		
ATTACK				DEFENSE		TARGET		
Attack: Wisdom vs. Reflex								
Hit: 1d6 + Wisdom modifier (+7) damage, and the target is immobilized (save ends).								
Effect: The burst creates a zone of grasping roots and vines that lasts until the end of the encounter. Any enemy that starts its turn within the zone is slowed until the end of your next turn. While you are in beast form, your melee attacks against enemies within the zone can score critical hits on rolls of 18–20.								
Flameheart Totem +3: +17 attack, 1d6+10 damage								
ADDITIONAL EFFECTS								
+1 to attack rolls against bloodied enemies - Primal Fury.								
+1d6 to damage rolls if the target is granting combat advantage to you.								
CLASS		Druid			LEVEL		9	
					BOOK		PH2	





DAILY POWER 

Ferocious Transformation

KEYWORDS		Primal		USED
Imm React	 	Personal		
ACTION	 	RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
Trigger: An enemy hits you while you aren't in beast form Effect: You use wild shape to change into beast form and then shift 1 square. You gain combat advantage against the triggering enemy until the end of your next turn.				
ADDITIONAL EFFECTS				
CLASS	Druid	LEVEL	2	BOOK PP





UTILITY POWER 

Camouflage Cloak

KEYWORDS		Primal		USED
Minor	 5 	Ranged 5		
ACTION	 	RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
Target: You or one ally Effect: The target becomes invisible until he or she moves or until the end of your next turn.				
ADDITIONAL EFFECTS				
CLASS	Druid	LEVEL	6	BOOK PH2

UTILITY POWER 

Feywild Sojourn

KEYWORDS		Primal, Teleportation		USED
Move	 	Personal		
ACTION	 	RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		
Effect: You teleport to a safe place in the Feywild. While you are there, you can't take any actions other than using your second wind and wild shape. At the end of your next turn or as a move action before then, you reappear in an unoccupied space within 10 squares of the space you left.				
ADDITIONAL EFFECTS				
CLASS	Druid	LEVEL	10	BOOK PH2

UTILITY POWER 

Serpent's Dash

KEYWORDS

Beast Form, Primal

USED

Move

↓

↻

Personal

ACTION

↶

↷

RANGE

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

Effect: You shift 3 squares and gain concealment until the end of your next turn.

ADDITIONAL EFFECTS

CLASS

Coiled Serpent

LEVEL

12

BOOK

PP

UTILITY POWER

DUNGEONS & DRAGONS®

Staff of Elemental Prowess +2

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		9	See below
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Gain a +1 item bonus to damage rolls when you deal acid, cold, fire, or lightning damage with this implement.

Grasping Claws: +16 attack, 1d8+9 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Interrupt. Use this power when you are attacked by a power with the fire, cold, acid, or lightning keyword. Choose one of those damage types. You and all allies within 2 squares of you gain resist 10 against that damage type until the end of your next turn.

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

4200

BOOK

AV

MAGIC WEAPON

DUNGEONS & DRAGONS®

Battle Staff +3

DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		14	+3d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

Whenever you make a weapon attack with this staff, you can score a critical hit on a roll of 19–20.

Grasping Claws: +17 attack, 1d8+10 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Trigger: You miss with a melee attack using this staff. Effect: Reroll the attack roll and use the second result, even if it is lower than the first.

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

21000

BOOK

EPG

MAGIC WEAPON

DUNGEONS & DRAGONS®

Flameheart Totem +3

DAMAGE	PROFICIENT	GROUP	RANGE
+3 attack rolls and damage rolls		15	See below
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES

When you hit a creature that is granting combat advantage to you using a primal attack power through this totem, that creature takes 1d6 extra fire damage.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily * Fire): Free. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 10 fire damage (save ends).

ITEM SLOT

Off-hand

WEIGHT

0

PRICE

25000

BOOK

AV2

MAGIC WEAPON

DUNGEONS & DRAGONS®

Bestial Hide Armor +2

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+2 AC		8	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Free Action. Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.

ITEM SLOT

Body

WEIGHT

25

PRICE

3400

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Amulet of Mental Resolve +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		7	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

2600

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Horned Helm (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Your charge attacks deal +1d6 damage.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Head

WEIGHT

0

PRICE

1800

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Feyleaf Sandals (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		2	Feet Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily • Teleportation): When you fall, instead teleport safely to the nearest horizontal surface within 5 squares that can support your weight, take no falling damage, and land on your feet.

ITEM SLOT

Feet

WEIGHT

0

PRICE

520

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Potion of Healing (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		5	Potion
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT

WEIGHT

0

PRICE

50

BOOK

PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Badge of the Berserker +3

			1
AC BONUS	CHECK	SPEED	QUANTITY
+ 3 Fortitude, Reflex, and Will		12	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Neck

WEIGHT

0

PRICE

13000

BOOK

AV2

MAGIC ITEM

DUNGEONS & DRAGONS®

Formidable Earthhide Armor +3

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+ 3 AC		14	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Dwarves use earth energy to fortify earthhide, mimicking the strange living-earth skin of creatures such as the galeb duhr and the earth titan.

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

Power (Daily): Immediate Interrupt. Trigger: An attack hits you and doesn't score a critical hit. Effect: The triggering attack deals the minimum damage.

ITEM SLOT

Body

WEIGHT

25

PRICE

21000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Horn Tusk Feyhide Armor +4

3	-1	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+ 4 AC		17	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

Feyhide armor is treated with an elven process that gives resilience akin to the hide of tough fey beasts.

☐ AT-WILL

☒ ENCOUNTER

☐ DAILY

POWER

Power (Encounter): Immediate Interrupt. Trigger: An enemy reduces you to 0 hit points or fewer. Effect: You make a melee basic attack with a bonus to the attack roll and the damage roll equal to the armor's enhancement bonus.

ITEM SLOT

Body

WEIGHT

25

PRICE

65000

BOOK

AV

MAGIC ITEM

DUNGEONS & DRAGONS®

Claw Gloves (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES

When you're in beast form and an enemy grants combat advantage to you, your melee attacks deal 1d10 extra damage against that enemy.

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT

Hands

WEIGHT

0

PRICE

840

BOOK

AV2

MAGIC ITEM

DUNGEONS & DRAGONS®

Skin of the Panther

This item set was first crafted in the deep jungle, where the druids venerate the spirit of the panther. Crafted from the hide of these stealthy hunters, the items that make up the Skin of the Panther grant their wearer the hunting prowess and demeanor of this noble beast. This magic item set is most commonly sought out by predator druids, though any character who wears hide armor and seeks to excel in stealth and hardhitting attacks can benefit from it.

2: You gain an item bonus to Stealth checks equal to the number of items you have from this set.

5: The first time you use wild shape to take on your beast form during an encounter, you become invisible until the end of your next turn or until you attack.

ITEM SET

DUNGEONS & DRAGONS®